

Be sure to check out all the exciting outdoor games **TRIUMPH SPORTS USA™** has to offer.



CAUTION: Contains small parts.
Not intended for children under 3 years.

90 day TSU Game Warranty

All TSU games have a 90 day from date of purchase warranty. This warrants the retail purchaser for any of the TSU games purchased to be free from any defects in materials and construction for 90 days from date of purchase. Normal play wear and usage is not covered under the warranty or improper use of any TSU game. This will void any and all TSU warranty.

Triumph Sports USA
Aurora, IL 60504
www.triumphsportsusa.com
Customerservice@Triumphsportsusa.com
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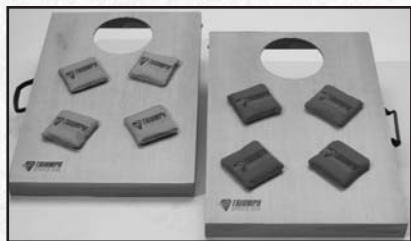
3 IN 1 TRIO TOSS

Bag Toss

Washer Toss

Ladder Toss





BAG TOSS

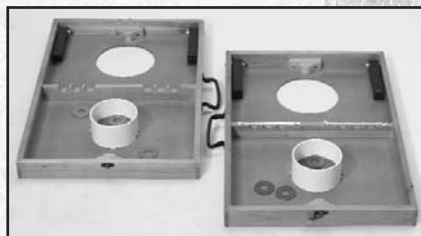
2 to 8 players

Game Rules

Each team has 4 Bean Bags. Simply alternate throws on each turn. (Hint: Yes, you can knock off your opponent's bags!)

Any bag that goes through the hole is worth 3 points. Any bag that stays on the board is worth 1 point. Just subtract the low score from the high score each turn. For example: Team A has (1) bag in the hole and (2) bags on the board, the score would be 5 points. Team B has (2) bags on the board, the score would be 2 points.

Team A (5 points) - Team B (2 points) = Team A (3 points). Team A would receive 3 points for that turn.



Washer TOSS

**2 to 4 - singles (2)
or partners (4)**

Object of Game:

Points are made by tossing washers into box or cup (center piece). 1 point for getting it in the box, 3 points for getting it in the cup. First person or team to score 21 wins.

Optional - Some games are played first person or team to score 21 without going over wins.

Preparation:

Set boxes on even ground 15 feet apart.

Game play summary:

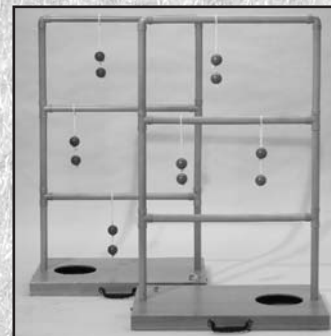
Players always shoot towards the same box. Team or player (player 1) that got points last goes first, throwing all 3 washers. Points are added up for all washers made.

Example:

If Player 1 throws 3 washers and gets 2 in the cup and 1 in the box, they would have 7 points. If Player 2 then throws 3 washers and gets 1 in the cup and 2 in the box, they would have 5 points. Play continues until a total of 21 points is reached by one player or team. Once the score of 21 is reached the game is over.

Miscellaneous:

When pitching washers toe or foot must be behind front of box. Some variations allow 2 points for landing a washer on the box.



Ladder TOSS

**2 to 4 - singles (2)
or partners (4)**

Playing the Game:

The official distance is 15 feet away. For children the distance can be adjusted for playability.

Ladder Ball is played by each player tossing 3 ropes to their desired ladders. The first player throws all 3 ropes at their desired ladders. When finished, the next player throws their ropes at the same ladder. When they are both done their partners will total up their scores and resume throwing the ropes. The player with the highest score throws first.

Ropes can be thrown anyway the player chooses, as long as they are thrown individually. They can also be bounced off the ground. Games are played to a point total of 21. In order to win, a player must be the only one to score exactly 21 points.

If a player goes over 21 points in total, that player's points for that round do not count. For example: A player with 18 points needs 3 points to get the exact score of 21 in order to win. If that player has 5 points hanging on the ladder after all the players have thrown all ropes, none of those points count and the player will enter the next round with 18 points again needing 3 points to win.

In the case of a tie, the players will play until they score 2 or more points to win. The 2 point rule only applies in overtime rounds. During regular play any player can win as long as that player is the only one to score an exact total of 21 points at the end no matter how many points the other players have.

Scoring:

After all teams have tossed all their ropes, scoring is determined by the ropes that are still hanging from the steps. Players can knock-off ropes during the course of the game, in fact, knocking off other players ropes is encouraged and a good way to play defensively. Ropes that are knocked off during play do not count as points. Only ropes that are left hanging after all ropes are tossed are counted as points.

Points:

Points are determined by which steps your rope wraps around. The top step is worth 3 points, the middle step is worth 2 points and the bottom step is worth 1 point. Players can score an optional bonus of 1 point by hanging all 3 ropes from the same step or by hanging a rope on all 3 (1-2-3) steps in one round. The highest amount of points available per player is 10. This is accomplished by hanging all 3 ropes on the top (3 point) step.